



2026 Minors AAA Division Rules

This document is a division-specific, quick-reference supplement to the WVLL Bylaws and the official 2026 Little League Baseball Rulebook. It does not replace or override either document. In the event of a conflict, the WVLL Bylaws and Rulebook govern.

General Rules

- The team designated on the schedule as the home team shall occupy the third base dugout unless both managers agree differently.
- Each team shall provide one new ball and one slightly used ball at the beginning of the game.
- The home team shall provide the official scorekeeper and provide the home plate Umpire.
- Home team is responsible for setting up the field (drag and chalk field) before each game.
- Home team will drag the field at the end of the game.
- Visiting team will pull and plug bases and ensure all spectator areas and dugouts are free of trash.
- Line-up cards and scorebooks will use the players first initial and last name or full name.
- Each team is responsible for providing one umpire. Home team will provide the home plate umpire, and the visiting team will provide the field umpire.
- Bats must have the "USA" logo. Players must be in official WVLL jerseys, baseball pants with belt loops, and closed toe shoes. All Little League rules apply to equipment.
- Field preparation and team warm-up should start 30 minutes prior to the game start time and be performed by both team field volunteers.

Gameplay:

- All scheduled games shall be played at the scheduled location.
- Games at the Minors AAA level shall be played for 6 innings or a hard stop of 2 hours, whichever comes first. Games that hit the hard stop will automatically revert to the score of the last full inning completed.
- No new innings shall start after 1 hour and 45 minutes.
- The home plate and base umpire have the responsibility for calling the game in the event of darkness or weather.
- Prior to Game: Teams can hit grounders off to the side of their respective dugouts. Managers will play nine (9) players defensively.
- Offensive managers and coaches are not allowed to be in fair territory during game play.

- **Playing Time:**

1. A player shall play no less than 6 defensive outs per game, per Little League International rules.
2. All players in attendance for the game shall bat in continuous batting order.
3. Each player is required to bat in his/her respective spot in the batting order.
4. Players that leave the game are skipped with no penalty assessed.
5. A player may be entered and/or re-entered defensively without changing the batting order.

- **Scoring:**

1. No (5) run maximum rule applies in the half inning. Teams are not limited to number of runs scored per half inning.
2. Mercy rules apply to all games in this division.
 - Winning team up by 15 runs after 3 innings
 - Winning team up by 10 runs after 4 innings

- **Pitching:**

1. All pitches shall be thrown from 46' distance.
2. Pitchers once removed from the mound are not allowed to return to the pitching position.
3. LLI pitch count guidelines apply to ALL players and ALL games.

- **Stealing:**

1. Runner(s) may steal one (1) base per pitch. In the event of a catcher's overthrow, the runner shall be permitted to advance without restriction.
2. Runner(s) may steal home.
3. Runner(s) may not leave the base until the ball has crossed the front of home plate.